

VR Art in Museums and Galleries

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Ars Electronica Futurelab



- **Festival Ars Electronica**

(since 1979) Festival for Art, Technology and Society



- **Prix Ars Electronica**

(since 1987)

- **Ars Electronica Center Linz - Museum of the Future**

(opened in Sept. 2nd 1996)

<http://www.aec.at>

- **Ars Electronica FutureLab**

Think Tank, Laboratory for Art
und Media

SIGGRAPH
2001
EXPLORE INTERACTION
AND DIGITAL IMAGES

The CAVE at the Ars Electronica Center



The CAVE at the Ars Electronica Center



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The main application fields at the Ars Electronica Center



Art
Research
and
Technology
and city
planning

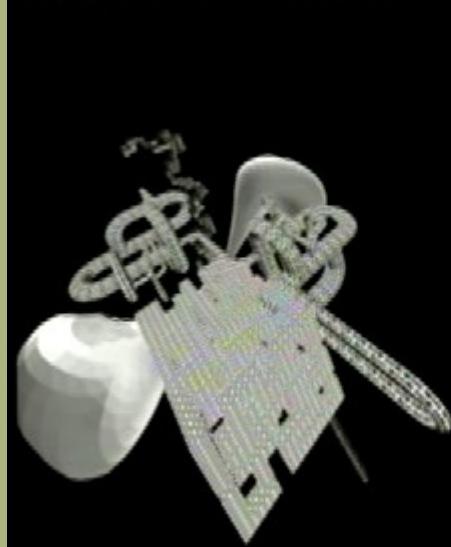
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VR-Art in the CAVE



Maurice
Benayoun,
Jean-
Baptiste
Barriere
‘Wonder 1998
Skin’

VR-Art in the CAVE



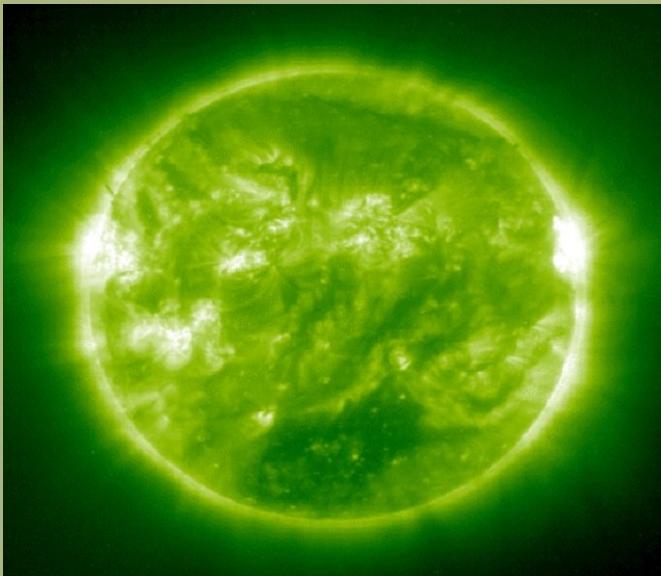
Peter
Kogler,
Franz
Pomassl
“Cave”
September 1999

VR-Art in the CAVE



Catherine
Ikam,
Louis Fleri
“Face à
Face”
September 2000

VR-Art in the CAVE



Dan Sandin
Electronic Visualization
Laboratory

“Alive on the Grid”

September 2001

VR Art in Museums and Galleries

Experience

User

Exhibition

VR Art in Museums and Galleries



Interactives for Exhibitions

Experience

Entertainment

User

Exhibition

Virtual Environments in Intertainment

- **artistic know-how**
- **VR beyond the object**
- **availability of technologies**



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